

Quentin Keunebroek

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Computer Engineering student at the UTC

Work experience

- Apr. - Aug 2015 **Apple, Inc - Software Engineer Intern**, Cupertino (California, USA), **5 months**.
Worked within the Cloud Services Localization team responsible for delivering Siri in different parts of the world. Built from scratch an internal web application. *Ruby on Rails, AngularJS, PostgreSQL, UX/UI*.
- Jan. - March 2014 **Groupe Marie-Claire, Webpulse - Software Intern**, Issy-les-Moulineaux, France, **2 months**.
Designed the mobile app Staragora: functional and technical specifications, Javascript, HTML/CSS, XML, AppBuilders (Appery.io), project management, piloting of the subcontractors.
- August 2013 **Studios SETS - Extra in a movie**, Stains, France.
Movie "Diplomatie" by Volker Schlöndorff (published in March 2014)
- Jan. - Feb. 2013 **Théâtre Pierre Fresnay - Stage Manager Internship**, Ermont, France, **2 months**.
Scheduled and ran rehearsals, set up the light (fire plans and spotlights) and installed the theatre decor.

Diplomas & education

- Expected 2017 **Master's degree in Computer Science**, University of Technology of Compiègne, France, **2 years**.
Specialization in Software design, UI/UX and human-computer interaction.
- Sept. 2012 - Sept. 2015 **Bachelor Humanities and Technology**, University of Technology of Compiègne, France, **3 years**.
New approach to the engineering by taking the Human-Technology interactions highly into consideration. *Philosophy, tech history, economics, languages, algorithms, maths, OOP, data structures, database*.
- Spring 2014 **Erasmus exchange program**, Technische Universität Braunschweig, Germany, **5 months**.
General engineering studies. *Logic, Computer networks, C, Java, Interculturality*.
- June 2012 **Baccalauréat scientifique with high distinction**, Lycée Jacques Prévert, Taverny, France.
Final French secondary diploma with an emphasis on Maths and Science.

Information Technology (quentinkeunebroek.fr)

Projects (github/qkeunebr)

- Spring 2016 **GeoCatch (member of a 4 person team)**, UTC, France, **4 months**.
Developed an Android interactive game in which two teams use geolocation to achieve different goals such as the capture of control points and the elimination of opponents. *REST, Android Studio, Java, Jade, UX/UI*.
- Spring 2016 **UTComputer (member of a 2 person team)**, UTC, France, **4 months**.
Developed a calculator based on the Reverse Polish Notation, that can deal with various types of numbers : complex, integers, rationals and even literal expressions. *OOP, UML, C++, Qt Framework*.
- Fall 2015 **French start-up - BiPod (member of a 3 person team)**, UTC, France, **4 months**.
Designed the User Interface of an iOS Health App that helps users to maintain good posture.
Keywords: Functional specifications, Xcode, Swift 2, UX/UI.
- Fall 2015 **Croix-Rouge française - Pegass (member of a 3 person team)**, Paris (France), **4 months**.
Improved the internal web application Pegass which is aimed at managing all the volunteer activities in the association Croix-Rouge française. *LeafletJS, AngularJS, PHP, SQL, GeoJSON, Ajax, Bootstrap*.

Skills

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|------|----------------------------------------------------|-------------------------------------|
| Code | Ruby on Rails, AngularJS, C++, C, SQL, Engineering | UML, project management, pedagogy, |
| | Java, PHP, XHTML/CSS, JQuery, Lisp. | OOP, Git, MVC, Software Design, Qt. |

Languages

French Native speaker. **German** Fluent. **English** Fluent. **Spanish** Intermediate.

Extra Activities

- Fall 2016 **Industrial Internet Hackathon (General Electric Digital)**, Paris. *Predix platform*.
- Since 2015 **Member of Sorbonne for United Nations & UNICEF**, Sorbonne University & Paris area.
- Fall 2013 **Member of GENEPI** (association that helps prisoners to reinsert themselves in society), Compiègne.
- 2002-2012 **Theatre conservatory**, Ermont, France.